

## **CHAPTER I**

### **INTRODUCTION**

In this chapter the researcher would like to describe the background of the study, the problem of study, the purpose of the study, the significant of the study, scope and limitation, and the definition of key terms.

#### **1.1 Background of The Study**

English is an international language which is used in every country in the world. Although it is a nature, second or foreign language, English is important. English needed for everyone, because English has the important role to get access into the world or our daily live.

In education field, English is compulsory lesson taught at schools and in Indonesia, English is taught as a foreign language. In English teaching learning, reading has the important role as a basic skill of English. Mastery of English not only can speak and listen but also can read and interpret it well. Reading skills related to listening and speaking, to be able get written information as important as getting oral information. On the other hand Richards and Renandya (2002) write that "in many second or foreign language teaching situations, reading received a special focus". Many foreign language students often had reading as one of their most important goals. They wanted to read for information and pleasure, they even take it for their succeed career. Richards and Renandya (2002) write "in fact, in most EFL situations, the ability to read in a foreign language was all that students ever want to acquire".

Based on *PERMENDIKNAS 68 TH 2013* – the main competence and the basic competence of junior high school, the main goal of teaching learning is to contribute all of lessons to implicate formation of attitude, skills and knowledge. All of lessons created from the target of competence, and also teaching English reading for junior high school which is appropriate with the main competence. This new curriculum is different from *PERMEN 22 TH 2006*; in this new curriculum government try to gather all aspects and mix it into 4 main competences which is applied in all lessons. The main focus in this new curriculum is using contextual learning in every lesson and student centered active learning. Although this curriculum is still new and not applied yet in many schools in Indonesia, it seems this curriculum tries to maximize student's curiosity in lesson, look at the changing of learning process from students "being informed" to student "searching out".

In this research, the researcher has conducted the survey on junior high school in Panceng, MTs Muhammadiyah 9 Wotan. The seventh grade students of MTs Muhammadiyah 9 Wotan have been selected and the researcher has also conducted some interviews with one of the English teachers there, and has given questionnaire to the 18 seventh grades. There were some problems when the teacher taught; the students were not too interested in studying the lesson.

After doing the field observation and interview both of the teacher and the students, it was known that the lack of media learning has become one of the findings, the lack of media learning make a teacher couldn't create creative learning. So, the students get bored and burden. To make the students comprehend reading text well, many alternatives of reading teaching technique could be

developed. The choice of techniques in teaching would influence students' success in learning.

Teacher also still uses teaching methods monotonously, such as using LKS and books that available so that the learners are bored in classroom activities. Teacher must explore or express her creativeness to create funny reading material and to make student to be interested in read class. The teacher said that there is much limitation that school's face especially in media. The school just only have laboratory of computer that used for IT lesson. There isn't language laboratory which can be better for teaching and learning. So their less interest in English class makes them get average or low score.

Then the lack of vocabulary, which is implied to all of skills, including reading, speaking, writing, and listening also influence them score. Most of students feel tired to get focus on understanding the meaning. When they get difficult words, they always ask to the teacher the meaning of some words that they don't know. Teacher didn't explain some new vocabulary which related to the topic, she just waited her students to ask her.

In MTs Muhammadiyah 9 Wotan, *PERMENDIKNAS 68 TH 2013's* curriculum hasn't been applied yet but the researcher tried to develop the materials using *PERMENDIKNAS 68 TH 2013's* curriculum that has already been available in Indonesia. Lack of motivation, lack of enthusiasm in reading class, and also the problem of teaching learning process which are explained above make their ability in reading class couldn't improve well.

Now new incoming technology's development contributes in every field of life including in education. Teaching learning process also gets the effect from

technology development; one of reason 2013's curriculums was created because of that. One of the examples is by using power point in presenting the material; there is also technology development of computer which can support teaching learning process in classroom which can be used as learning media. Through the media in the teaching and learning process can help teacher to get student's expectation in teaching reading skill.

As it's mentioned before that, in Mts. Muhammadiyah 9 only has Laboratory of computer that used in TI lesson. Combining reading material with computer can increase students' knowing and understanding in reading skills. So, the target of teaching reading can be attained. Additionally the anxiety of students toward media of computer is high nowadays. Actually Autoplay Media is an application that is played in computer, so it can be good opportunity to develop the material using Autoplay, and teach it in the laboratory of computer. The researcher also asked to the teacher, whether the teacher has background in mastering computer mastering Microsoft word, excel or make a slideshow.

In this research, researcher tried to use autoplay as solution of reading problem. Autoplay is closely related to AutoRun operating system. There are various selections object to create software as easy as possible with drag-and-drop method to make it. Autoplay is a media that will be used by the researcher in developing the student's ability skill in reading subject, Autoplay is a visual development of interactive multimedia software applications. Autoplay also provides many features that can helps researcher to solve the problem in reading English. There are advanced features such as web interaction, dialog boxes, data visualization, database connectivity and multimedia audio and video playback.

Additionally, a scripting language is given by the developers to control what they need to customize their software designs.

The researcher developed an interactive reading material by using Autoplay media studio. Autoplay media studio is a way to teach and learn which used computers as media of teaching. We can combine the superiority of Autoplay by all of aspects and design into interactive reading book. In the case of language learning, computers have significant contributions and lead to better teaching (Hagen, 1993:21). All of them were reason for the student's anxiety towards media computer thought, so researcher took it as the advantage in developing reading material.

The final product of this study will be in the form of a set of English material for junior high school containing the material in second semester by putting some pictures for description; it can also put some list of vocabulary which needed along with its audio to make sure students can read the text correctly. It will be followed with exercises of comprehension on understanding the content of text.

## **1.2 Problem of The Study**

Based on the description from the background of the study above, the writer formulates the problem statement of this study: "*How can English reading material be developed by using Autoplay Media Studio 8 at 7th grade MTs Muhammadiyah 9 Wotan*"

### **1.3 Purpose of The Study**

The purpose of this study based on the problem of study above, so this study is aimed in developing English reading materials which is using Autoplay media studio in teaching learning and suitable with curriculum and syllabus.

### **1.4 Significant of The Study**

The researcher hopes that this study will have some benefits in English teaching learning process. There are two kinds of benefits in this study exactly, they are: theoretical significant and practical significant.

#### **1.4.1 Theoretical Significance**

##### **a. Development material**

Developing material in reading skill can provide student understands and comprehending the meaning of material with a good content and interesting design. Based on Schon (1987), developing materials as a basis for reflective observation and conceptualization enables teachers to theorize their practice, so here teachers can reorganize or remake the material based on student's need.

##### **b. Teaching reading**

The expectation of this research is to help students to enjoy learning English and motivate them. Perhaps that students can enjoy reading, it can be used as one of the innovative material for teaching reading.

c. Autoplay media studio

This study can give contribution in using Autoplay media studio.

Using many media and application also can be the effective way in teaching English.

So that's why the researcher develops reading material by using Autoplay media studio.

#### **1.4.2 Practical significance**

In practical significance this study is expected to give contribution to:\

a. Teacher

This study can be useful for teacher to get more new media used in teaching English. Enrich the knowledge about kind of media which are more effective in teaching learning, it is also useful to provide an interesting media to increase student motivation in learning English.

b. Student

It is hoped that student enjoys in learning. Student can enjoy in learning English, Understanding and knowing the material given by teacher in different ways (using Autoplay in his teaching). The motivation of student increases and interested in learning English using media.

c. Reader

This study can be useful for the reader. It is hope that after reading this research, the reader can get reference and new idea to explore more

about Autoplay media studio or developing material for other skill of language in another method.

### **1.5 Scope and Limitation**

This study conducted and focused on developing reading English subject in 2<sup>nd</sup> semester. Because of limited time and energy, the research just focuses on second semester. The tryout of material will be performed in one meeting.

### **1.6 Definition of Key Term**

In order not to have wrong perception or get misunderstanding, the important terminologies, will use in this study is defined as follows:

a. Reading

Reading is one of basic skills of English, student can get information or new vocabulary from reading, with Autoplay media studio student enjoys reading while they catch the information from it.

b. Autoplay media studio 8

Autoplay is closely related to AutoRun operating system. Autoplay is a rapid application to develop tool. There are various selections object to create software as easy as possible with drag-and-drop method to make it. AutoPlay was created in order to simplify the use of peripheral devices.